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In The United States
Patent & Trademark Office

Title: **POKER TOURNAMENT MANAGEMENT SYSTEM**

Applicant: **R. Martin Oliveras**

Serial Number: **10 / 809,951**

Filing Date: **MARCH 26 2004**

Examiner: **CHRISTIAN E. RENDON**

Group Art Unit: **3714**

Sir:

THIS IS APPLICANT'S RESPONSE TO EXAMINER'S OFFICE ACTION OF SEPTEMBER 14 2007.

IN HIS OFFICE ACTION EXAMINER STATES AS FOLLOWS:

CLAIMS 1-2, 4, 6, 8, 14-45 are rejected under 35 U.S.C. 103(a) as being un-patentable over BABA et al. (US 6,406,371 81) in view of SINES et al, (US 7,255,642 82).

1. BABA discloses a system that allows a group of players to each control a gaming device or a main console to compete with one another in a virtual game from over a network (BABA: col. 1, lines 60-65). The game server or central processing unit consists of a router, WWW server, a database (DB) server (BABA: fig. 1, 33) and a back-end (BE) server (BABA: fig. 1, 34). The BE server executes a program for carrying out the match on the basis of the team data and stores the results of the competition in the match result files on DB server (BABA: col. 6, lines 29-32). The OS server also contains team/player information like control files, meet files, team registration files and match result files (BABA: col. 6, lines 10-12). A user's login, account and number of points won are stored in the control files; meet files contain tournament number, tournament name, number of participating registrants, maximum number of participants, entry start time, entry end time, start time for posting results, end time for posting results, results display information, registration condition flags and registration account information (BABA: col. 6, lines 12-20). A user's login 10, flags, team data, tournament number, match result codes, final rank and home site name are stored in the team registration files; the tournament number, match code, user login 10 of the winning team, user login 10 of the losing team, match result data, match codes for previous match results of the winning team, match codes for previous match results of the losing team are stored in the match result files (BABA: col. 6, lines 21-29). Even though the system is described to support a generic game, the only applied example given by BABA is a game of baseball. However, SINES discloses a system for playing a live table game played at a casino (SINES: col. 1, lines 20-23) like poker (SINES: col. 8, line 50).

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